



CREATING 3D ENVIRONMENTS

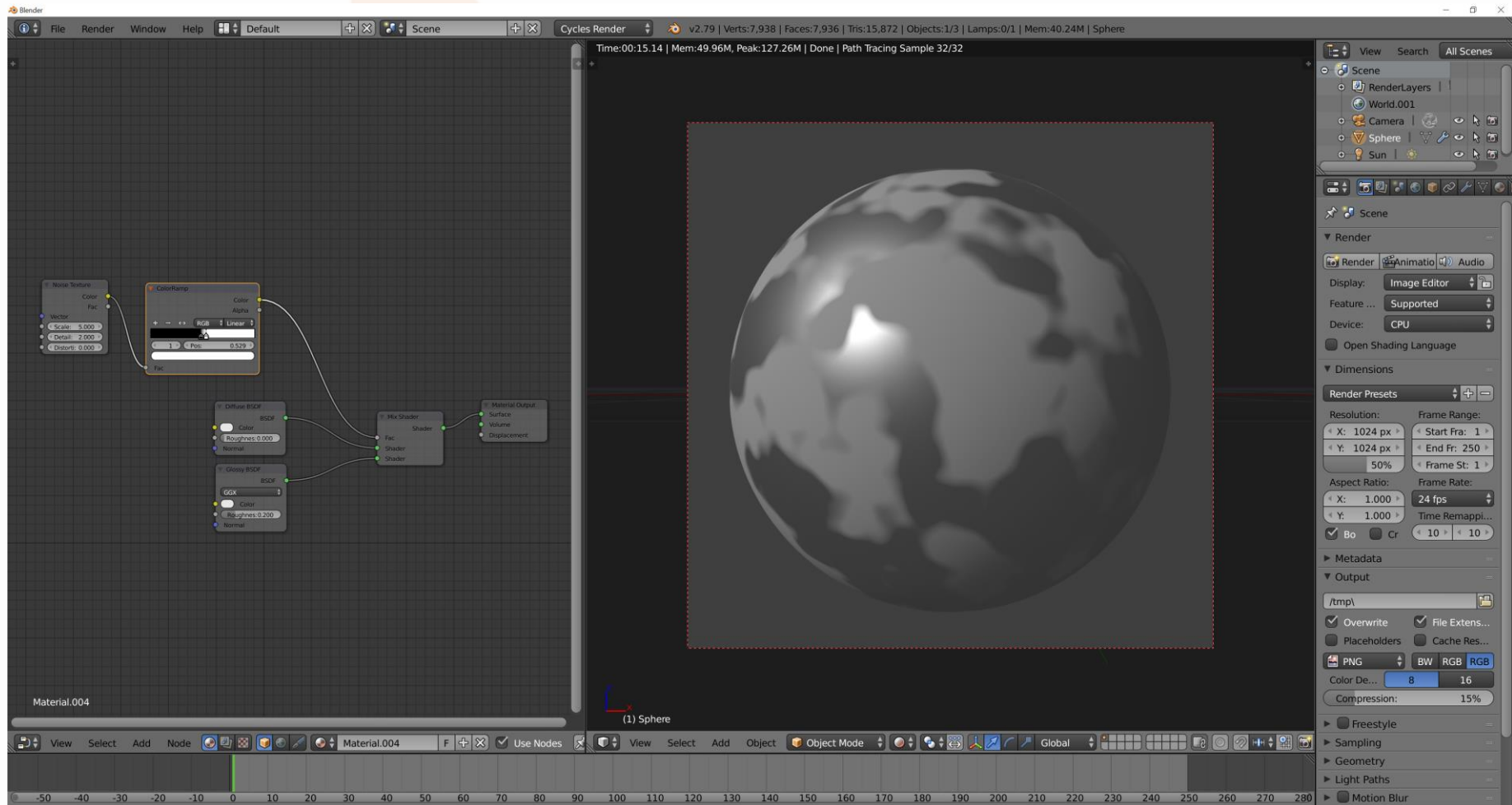
Blender Materials

Chapter 3 – Part 6

- Mixing shaders
- Mixing colors
- Mixing textures
- Bump node

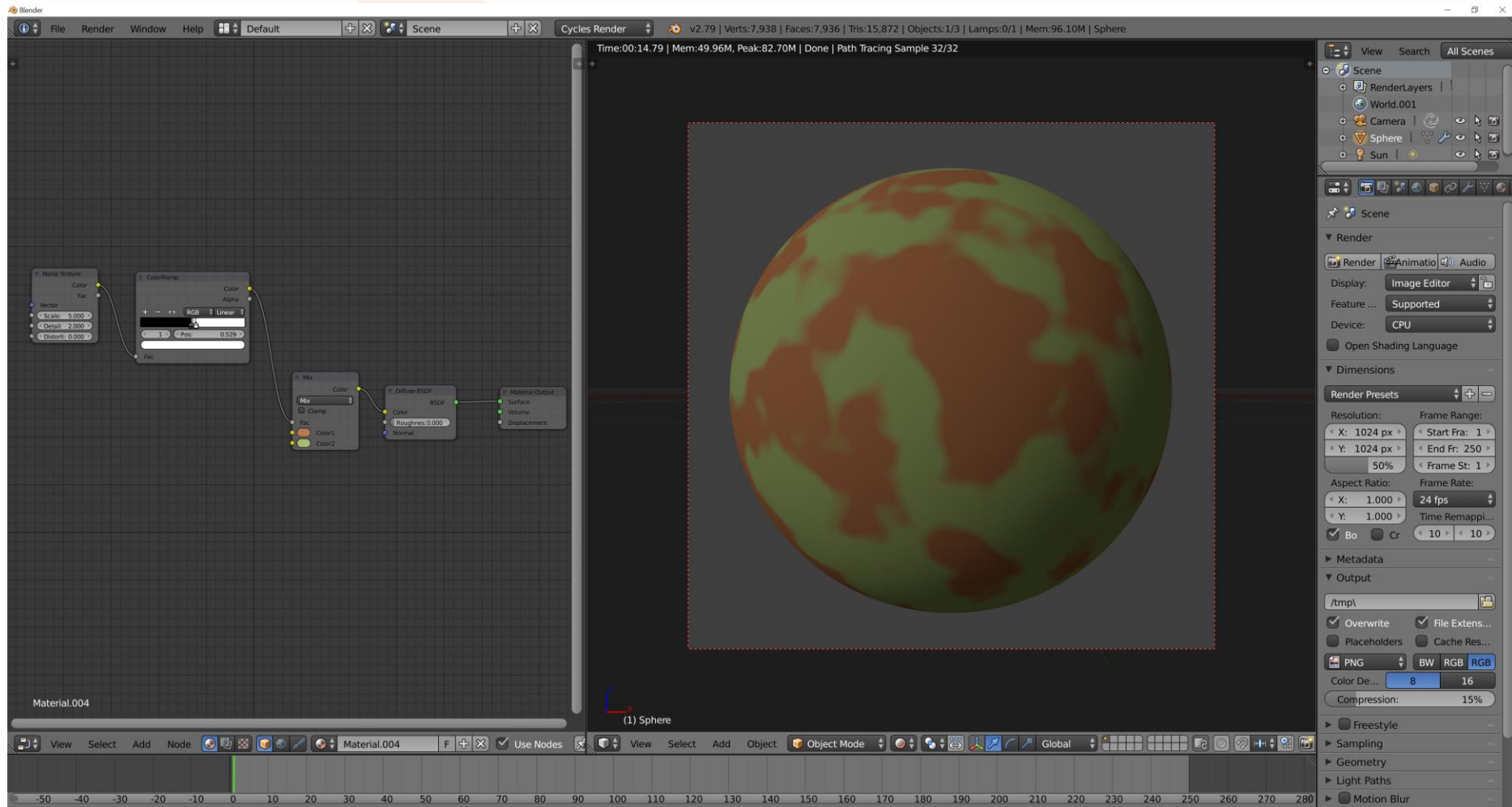


Colorramp + noise texture (2)



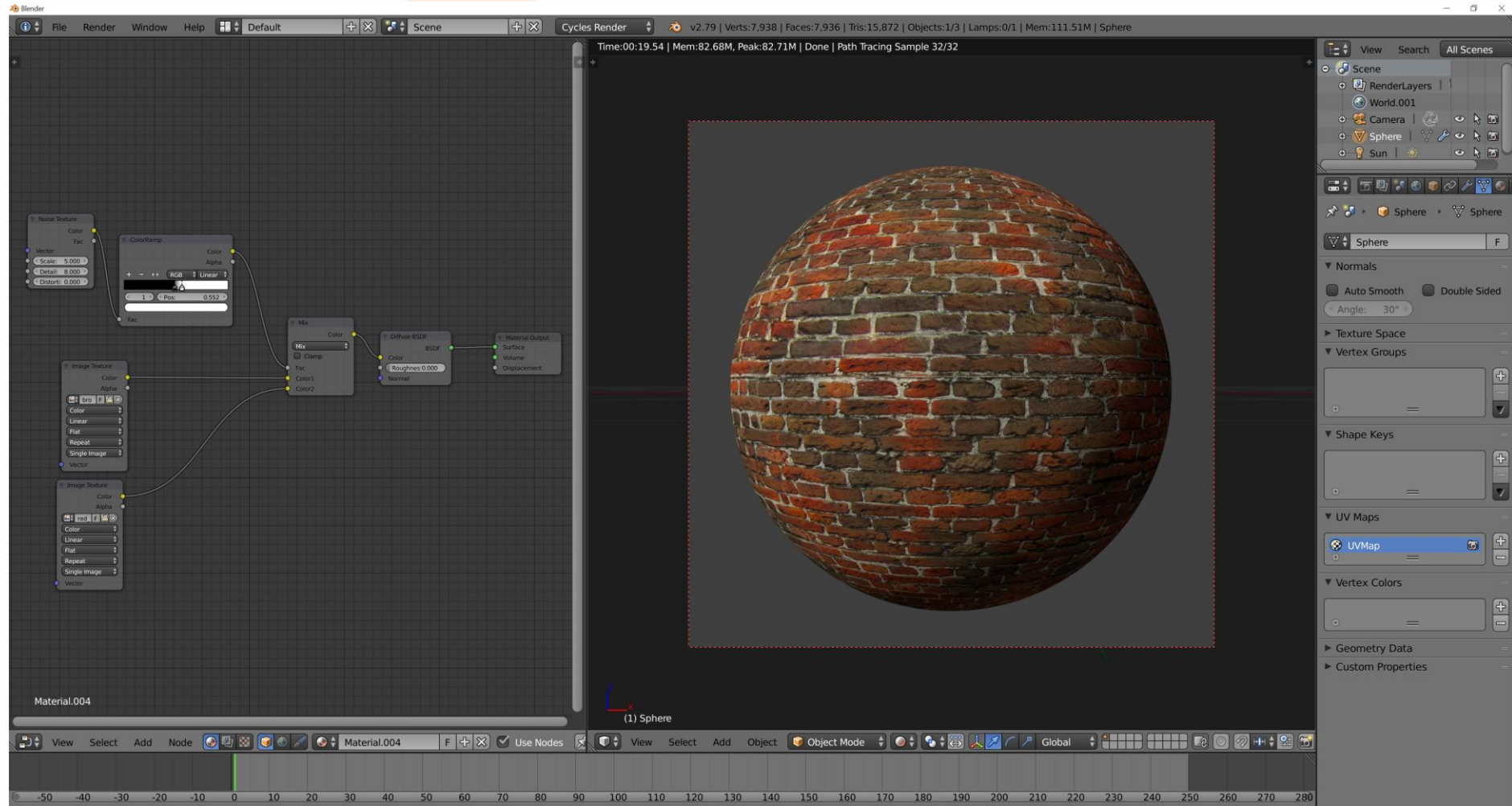
Move the sliders of the color ramp to make some variations. Also changing the noise scale/detail will have effect on the sphere looks.

Mixing colors/textures



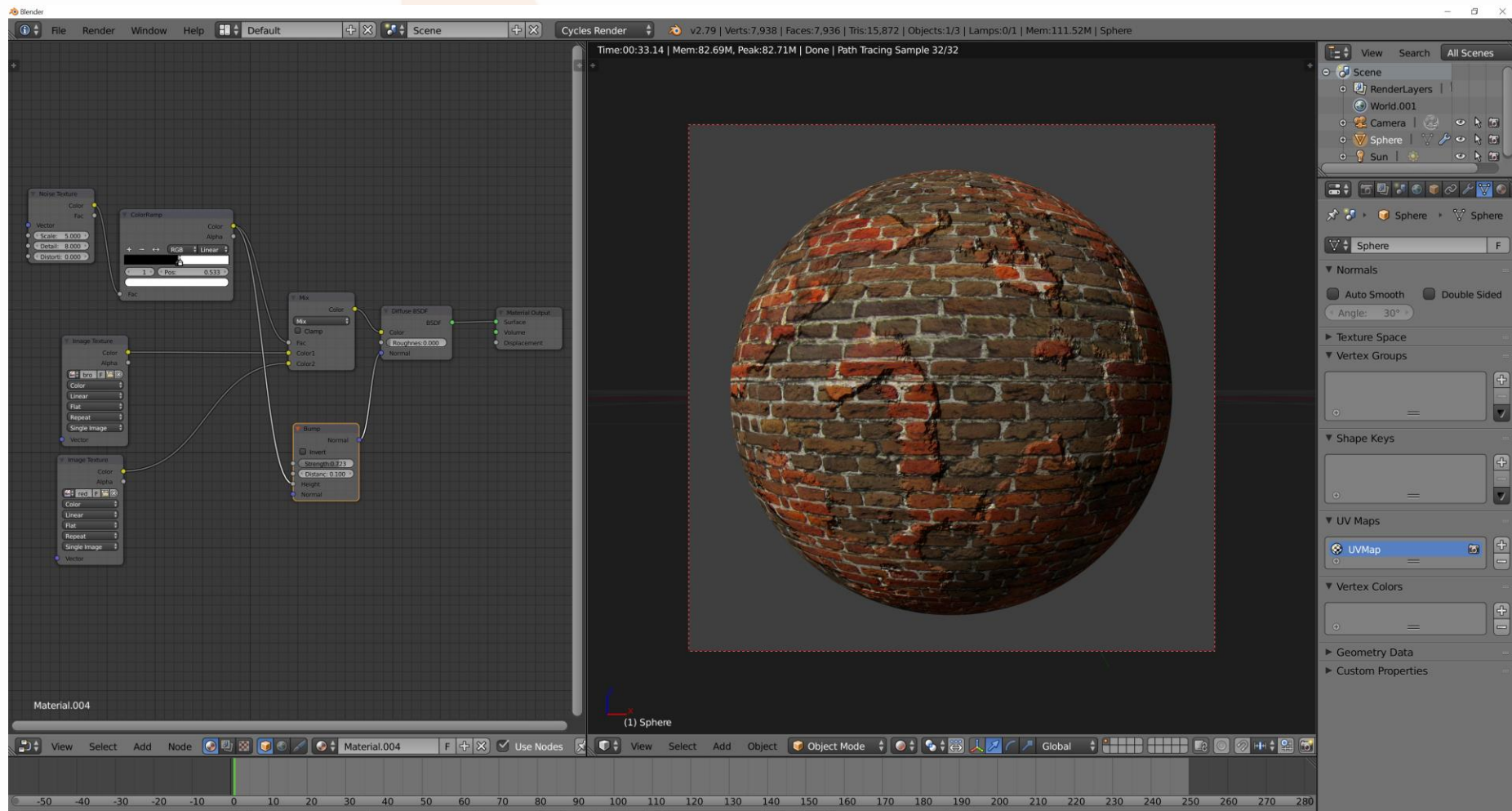
Removing the glossy and mix shader and put the color ramp in a mix node will have effect on the colors

Mixing colors/textures



Replacing the colors with image textures (brown and red bricks) will have the same effect. You need a UV map to see the bricks on the sphere.

Mixing colors/textures



Adding a bump node and using the color output from the color ramp allows use to add rough bumpy looks.